Interactive E-Learning Made Simple



Who am I?

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Three considerations in design



What information needs to be in the course?

What does the course look like?

What does the learner do with the information?

Three considerations in design



to be in the course?

course look like?

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Essentials of Instructional Design

Understand how people learn

 Develop instructional strategies & models to help people learn

• Use these to engage learners

Essentials of Instructional Design

How to engage people

• Content is relevant & meets a need

• Needs to be a good experience: look & feel

Active rather passive

• Give learner control of the experience

Essentials of Instructional Design

Course design

Select & organize information

Develop practice activities

Typical training approach



We shoot an arrow.

The arrow lands somewhere.

We draw a bull's eye around the arrow to show success.

This is what we accomplished!

Focus on actionable objectives.

What will success look like when you see it?



What are the real-world expectations?

They need to prove that they can meet performance expectations.

Basis for course objectives.



2

How do they prove that they have the skills in the real-world?

This becomes the way to measure success for training.

3

How do they practice the skills?

This becomes basis for activities in course: decision-making activities with feedback.

4

What do they need to know or learn to successfully accomplish practice activities?

This helps determine the right content for the course. Create pull points where they pull information to accomplish activities.

5

What additional resources do they need?

Put most of the content into performance support material: job aids, documentation, web content

Learning Objectives 101



Reality Check:

Not all courses are the same

Performance vs Information

Viewing or Doing?



Course objectives can be to share information or change performance.

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There's a look that is right for your course

Everything on the screen helps comunicate

Basic Graphic Design

- CRAP
- Contrast
- Repetition
- •Alignment
- Proximity



Basic Economics



The first things you and your customers should be aware of are economic indicators. An economic indicator is simply any economic statistic, such as the unemployment rate, Gross Domestic Product (GDP), or the inflation rate, which indicates how well the economy is doing and how well the economy is going to do in the future.

Investors use all the information at their disposal to make decisions.

If a set of economic indicators suggest that the economy is going to do better or worse in the future than they had previously expected, they may decide to change their investing strategy.

Economic Indicators

Basic Economics



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Economic Indicators

Typography is also a graphic

Times Roman STENCIL Paris 1970 Comprime

Univers 55

COLLEGE













Design a Western Movie Poster









What's on the screen?



Design mapping







Visual elements



Characters



Inspiration

Doctor	
St. Elsewhere	
Contagion	
Miami Medical	
Side Effects	Pop culture, media, movies
One Flew Over the <u>Cukoo's</u> Nest	
ER	
The Good Doctor	

Colors





Elements





Characters – Image Style



Inspiration



Inspiration



Colors





Build a visual style guide

Heading 1 Heading 2

Body font

Ut nisi mi, auctor id dignissim sit amet, laoreet ac odio. Donec facilisis libero et risus placerat sagittis. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas mauris tincidunt ante.

Phasellus turpis arcu, egestas vitae mollis non, rhoncus quis arcu dolor:

Sit amet dui dapibus nec blandit ante sceleriue. Nulla facilisi. Vivamus ut mauris erat. Nunc placerat tincidunt mattis. Cras et urna ac massa aliquam iaculis. Quisque a dui lacus.

Typography A Page Title Could Look Like This [h1]

FOLLOWED BY A SUB TITLE [H2]

Then there would be body copy. Lucas ipsum dolor sit amet lobot hutt moff dooku c-3p0 jabba antilles skywalker solo jade. Tatooine fett ben leia organa lando. Hutt darth vader wicket wampa antilles fett amidala.









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Three considerations in design





CONTENT

VISUALS

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ACTIVITY

3

Two types of courses



Information

Lean Back



Objectives for interactivity







Who's the learner?

What's the situation?

What should they be able to do?

How do they prove it?

Easy first step



Convert the information into a case study or story.

Two Parts of Interactivity



Touch engage the senses



Types of on-screen interactions



Building blocks



Relevance

Real world activities



Pull

Collect info



Decisions

Take action

Create a Real-World Context

- What are common situations?
- How would they use this in real life?
- Create a story narrative.
- Who are the characters? Learner? Others?

Challenge

- Immerse them into a decision-making challenge.
- What do they need to do?
- How can they prove that they can do it?
- The challenge forces a search for information.

The company's safety manual describes what to do in case of workplace injury. Fill out the form and call HR.

Joe fell down at work and hurt his knee. What should you do?

Before: Tell

After: Force decision

Push vs. Pull

What do I need to make the best decisions?

Let them explore

What can I collect?

3C Model



3C Model: Simple



LINEAR CRITICAL PATH

3C Model: Complex



This is the key:

 Give the learners a reason to use information in the course.

• Then provide a way for them to find it and use it.

• And get them interacting with the content on the screen.

